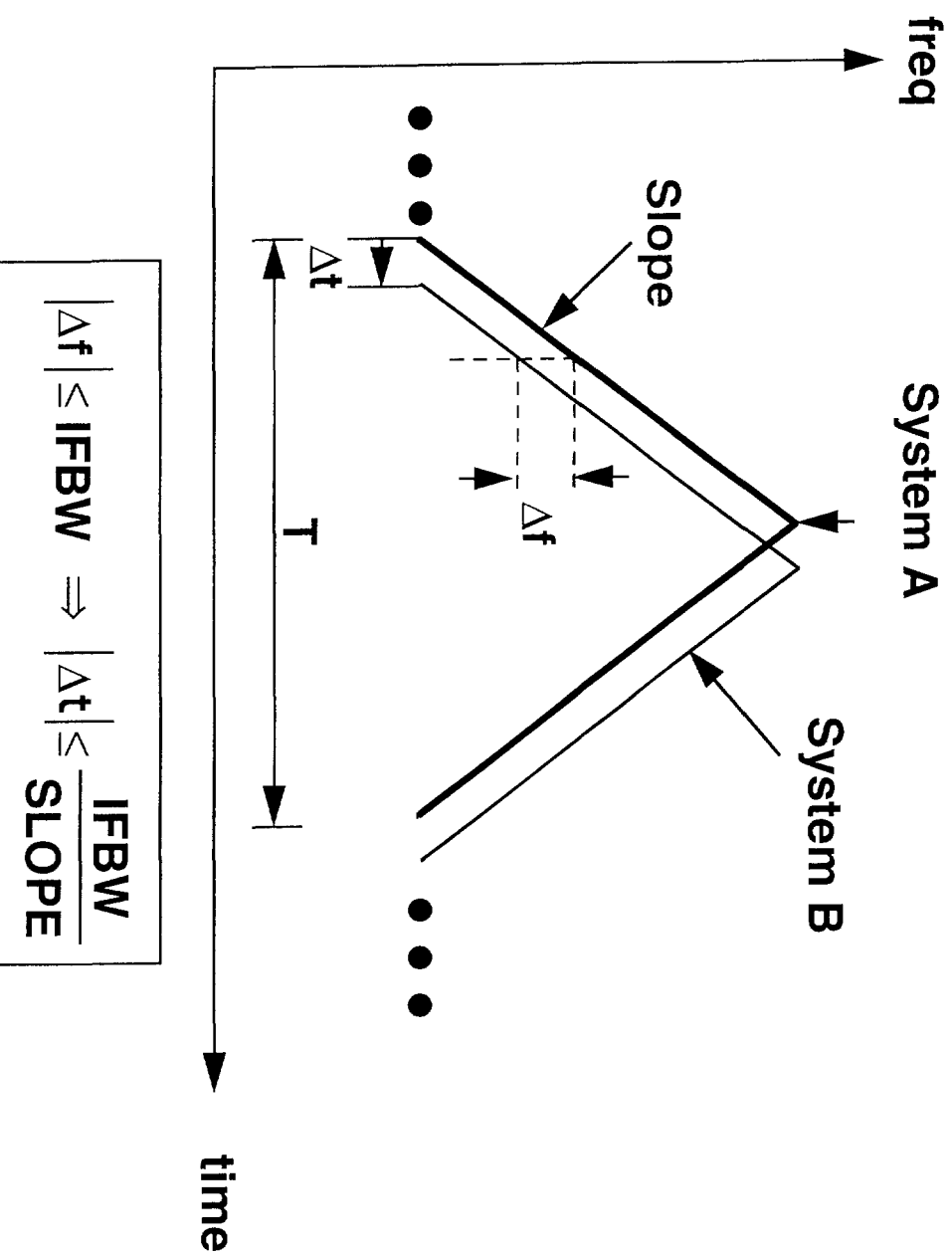


Like Systems Mutual Interference— First Order Analysis

- ◆ **P_{FA}: Probability of false alarm due to mutual interference of two like systems**
- ◆ **P_{SYN}: Probability of synchronization of signal transmission of the two like systems**
- ◆ **P_{OVLP}: Probability of the RF frequencies of the two like systems overlapping each other—depends on manufacturing control**
- ◆ **P_{ANT}: Probability two antennas look at each other**
- ◆ **Since synchronization and RF overlap, and antenna boresighting are caused by independent processes, they are independent. Thus,**

$$P_{FA} = P_{SYN} \cdot P_{OVLP} \cdot P_{ANT}$$

Mutual Interference: Synchronization Requirement

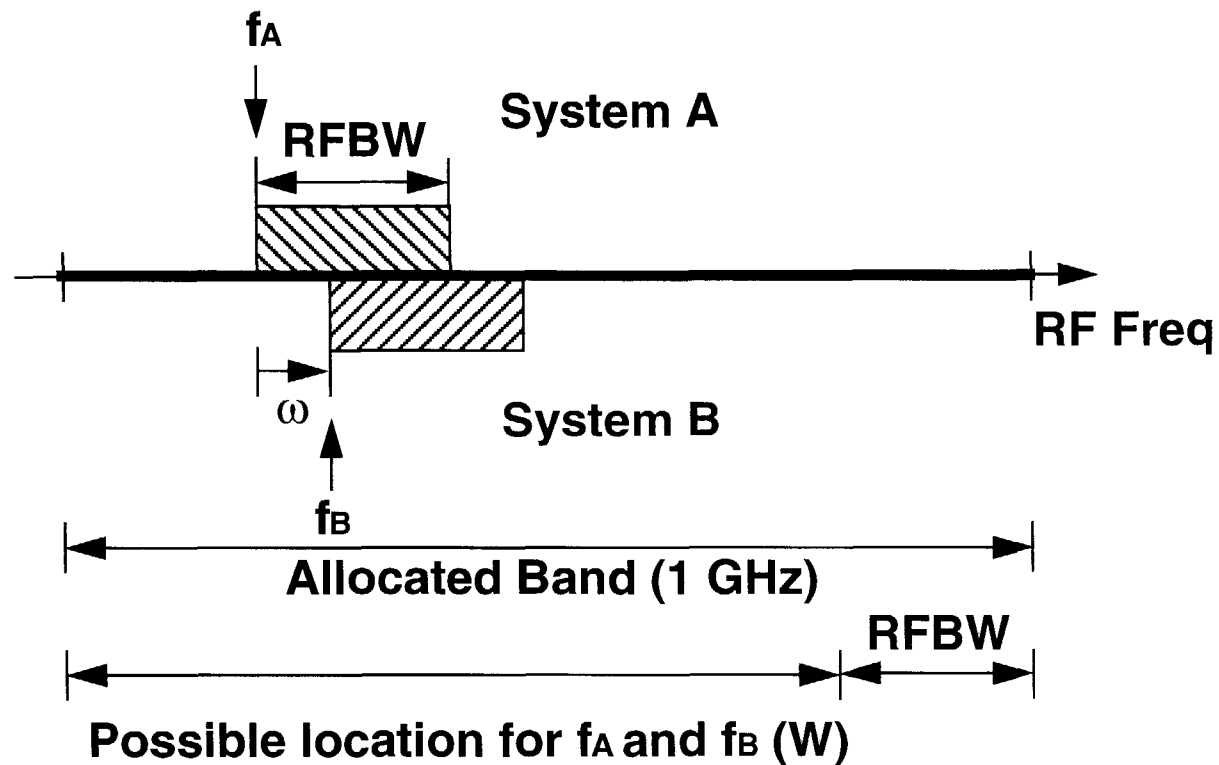


Mutual Interference: Probability of Synchronization

- ◆ **Waveform is repeated with period of T**
- ◆ **Assuming that the two systems have completely random start-up,**

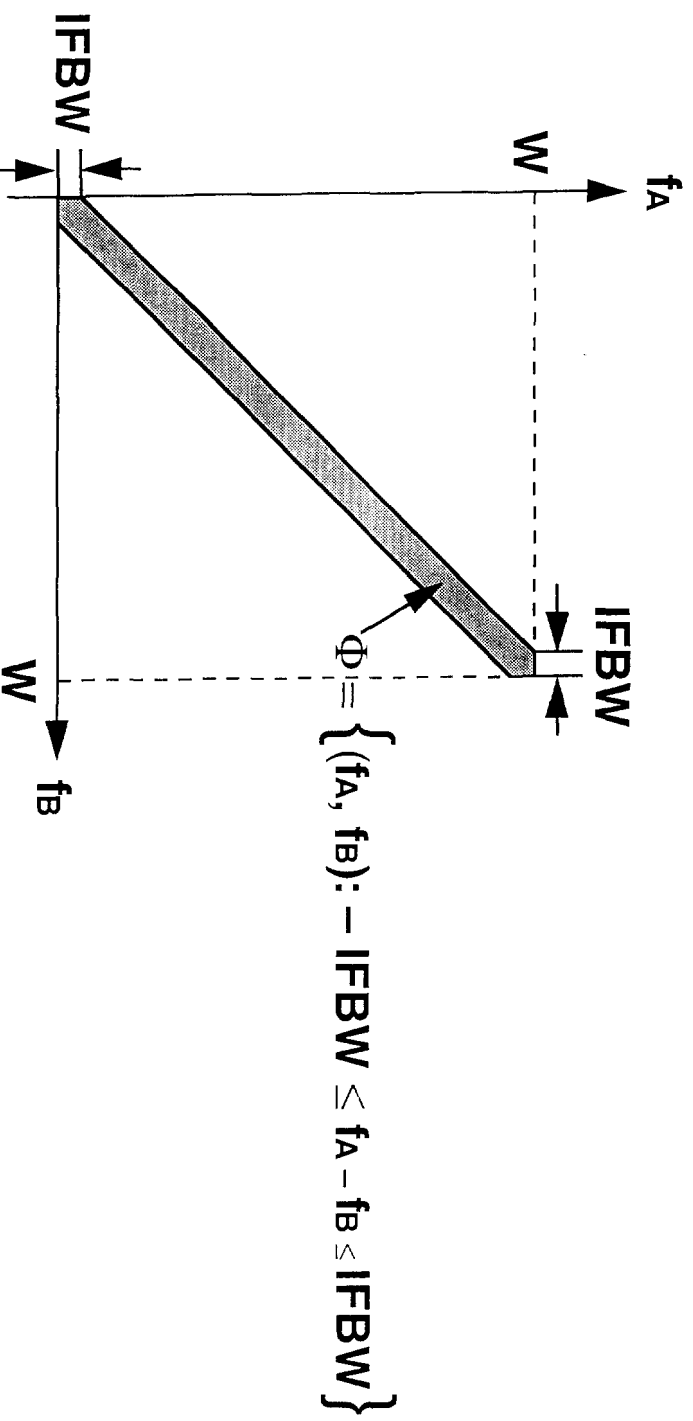
$$P_{\text{SYN}} = 2 \cdot \frac{\left(\frac{\text{IFBW}}{\text{Slope}} \right)}{T}$$

Mutual Interference: RF Overlap Requirement



$$-IFBW \leq \omega \equiv f_B - f_A \leq IFBW$$

Mutual Interference: The Condition for RF Overlap



Mutual Interference: Probability of RF Overlap

- ◆ Assuming that f_A and f_B are uniformly distributed over the $W \times W$ sample space, then

$$P_{OVLP} \approx \frac{2 \cdot IFBW}{W}; \quad IFBW \ll W$$

Mutual Interference: Probability of Antenna Boresighting

P_1 = Probability antenna #1 looking at antenna #2

P_2 = Probability antenna #2 looking at antenna #1

**P_{DIR} = Probability both antennas moving same
direction (CW or CCW) = 0.5**

$$**P_{ANT} = P_1 \cdot P_2 \cdot P_{DIR}**$$

**For our system, $P_1 = P_2 = 0.1$ for straight road,
adjacent opposing lanes (worst case)**

$$**P_{ANT} = (0.1)(0.1)(0.5) = .005**$$

Mutual Interference: False Alarm Rate

- ◆ For an automobile equipped with the GMHE radar, P_{FA} is the probability that a similar system will cause it to generate a false alarm
- ◆ Suppose one encounters n such (similar) systems every second
- ◆ P_{FAPH} : The probability that at least one false alarm is generated over a period of one hour is

$$P_{FAPH} = 1 - (1 - P_{FA})^{3600N}$$

- ◆ For small P_{FAPH} , the false alarm rate (FAR), i.e., one false alarm per FAR hours:

$$FAR = \frac{1}{P_{FAPH}}$$

Mutual Interference: Calculated FAR Estimates Are Very Conservative


- ◆ **Assumes antennas of interfering radars are looking directly at each other and this occurs once per second**
 - **Should not happen on divided highways**
 - **Could happen on roads with adjacent opposing lanes and no barrier**
- ◆ **“Target Selection” algorithm will eliminate alarms for targets not in path of radar car**
- ◆ **Assumes FM slopes are identical for every unit; not true due to manufacturing tolerances; differences in actual slopes significantly reduce probability of frequency overlap**

Technical Appendix B

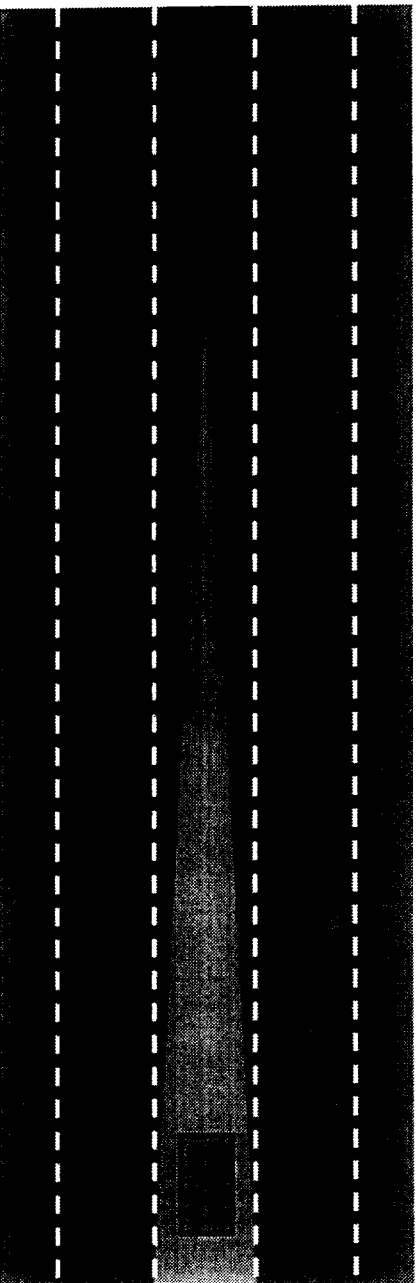
Forward-Looking Radar Design Considerations

Radar Design Considerations:

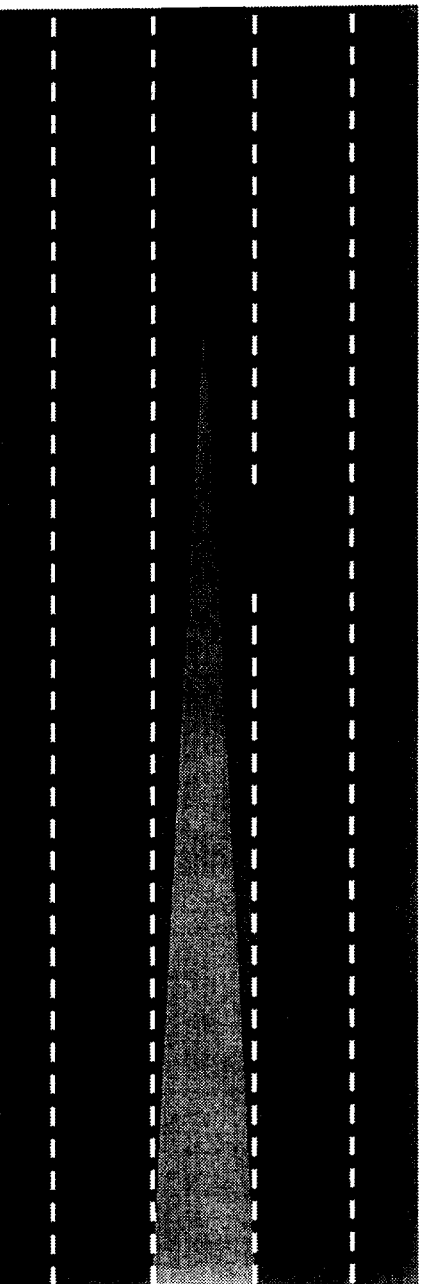
**Narrow Beam FOV Approach Detects
a Target Vehicle in the Same Lane**

 = Vehicle

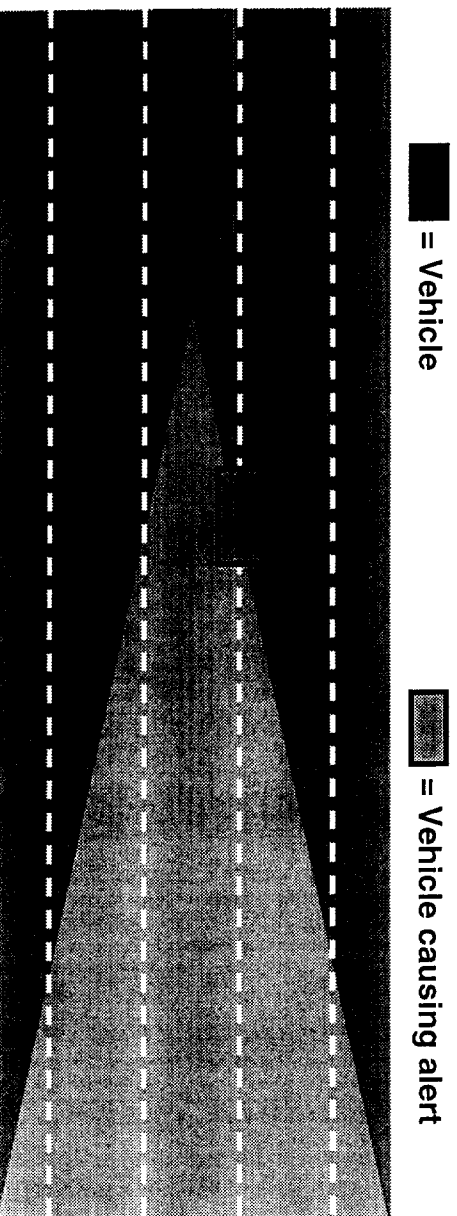
 = Vehicle causing alert



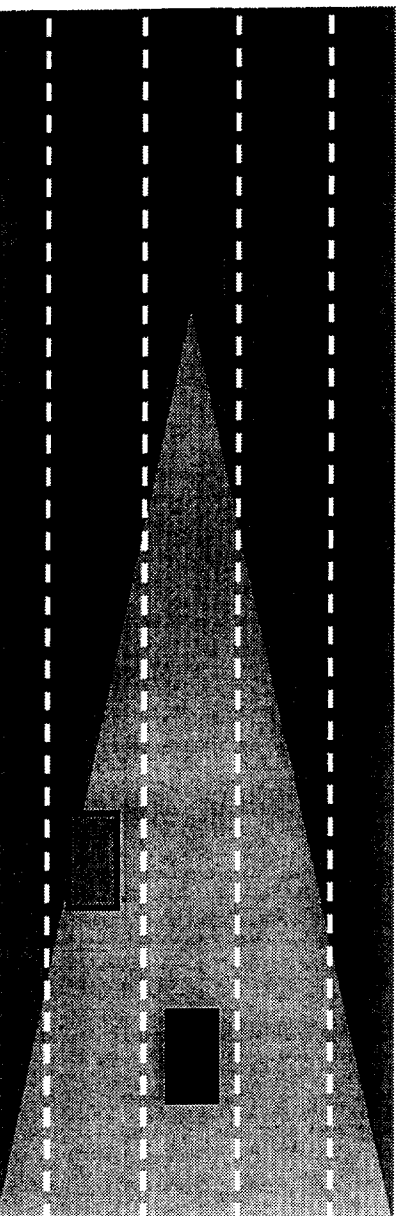
But a narrow beam will miss near range cut-ins



Radar Design Considerations: Wide Beam FOV Approach Detects Near Range Cut-ins



**But a wide beam can also cause false alarms
from adjacent lane vehicles**

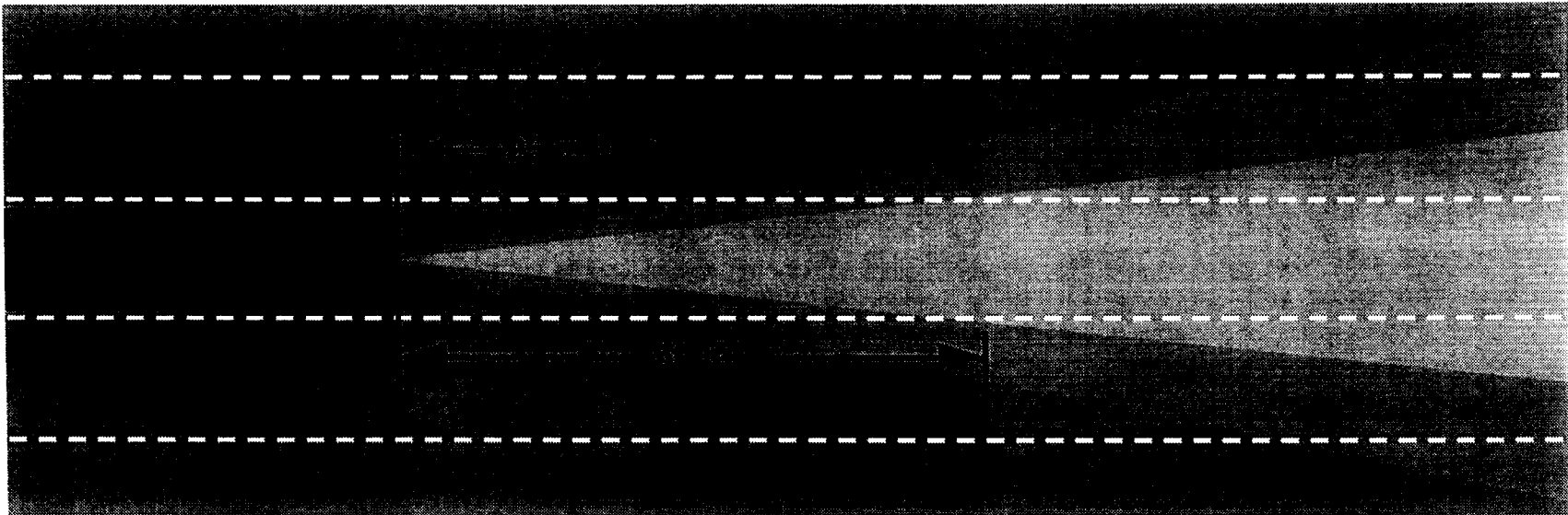


Radar Design Considerations:

A Compromise System with a Medium FOV Beam Has Limitations

 = Target detection certain

 = Target detection uncertain

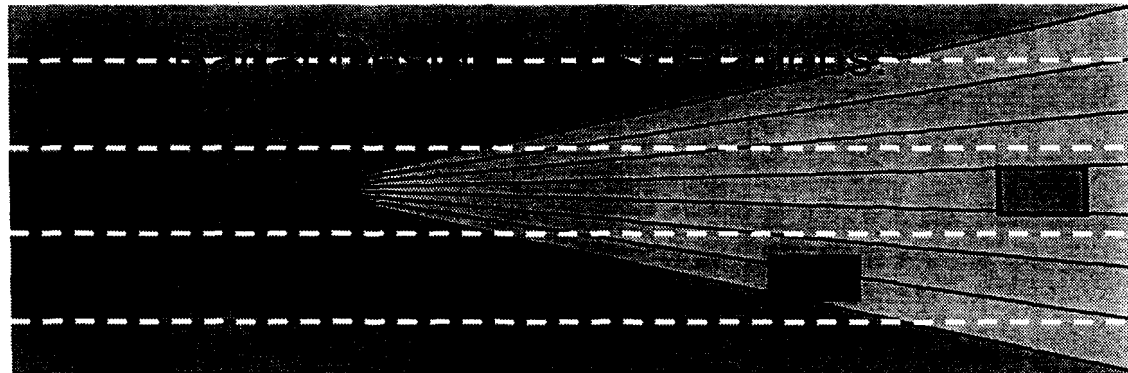


- ◆ **Adjacent lane vehicles detected beyond 50 meters**
- ◆ **Cut-ins closer than 25 meters are missed**
- ◆ **Uncertain performance from 25–50 meters**

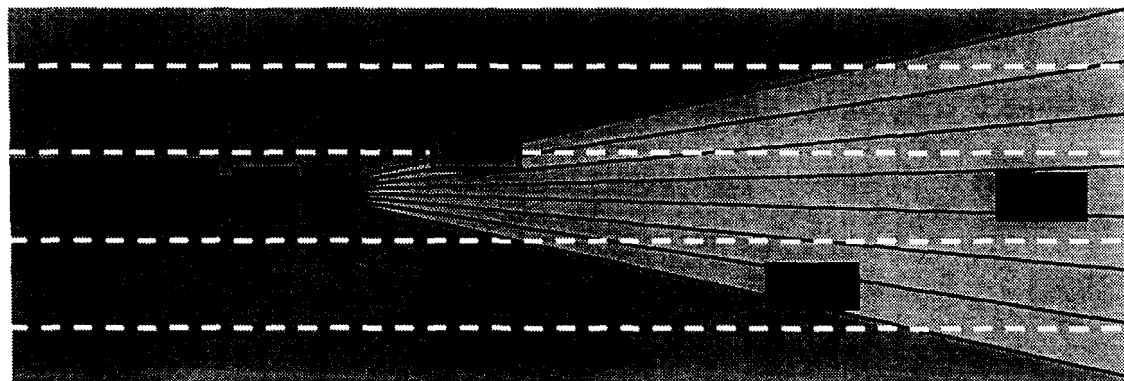
A Segmented FOV Will Not Give Adjacent Lane False Alarms

■ = Vehicle

■ = Vehicle causing alert



- ◆ FOV is partitioned into sub-zones
- ◆ Targets are identified in these sub-zones

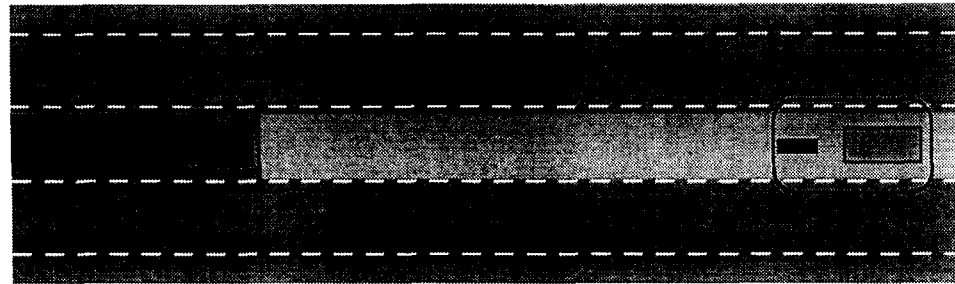


- ◆ Cut-ins are detected

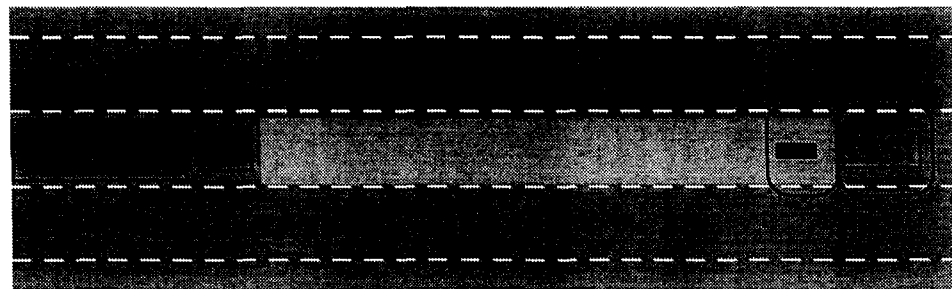
Radar Design Considerations:

Fine Range Resolution Is Essential

■ = Motorcycle ■ = Car ■ = Alert Region



- ◆ Motorcycle and car seen as a single target
- ◆ Range measurements may vary, causing intermittent alerts
- ◆ Potential exists for collision with motorcycle



- ◆ Motorcycle and car are detected as separate targets
- ◆ Provides for steady range measurements
- ◆ Alert/no alert condition is stable

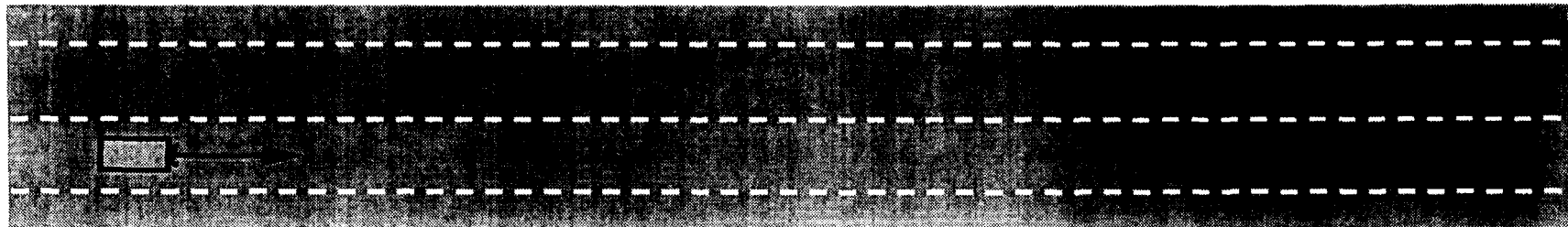
Radar Signal and Data Processing: AGC Algorithm Accommodates Large Differences in Target Radar Cross Section



= Radar Car



= Motorcycle



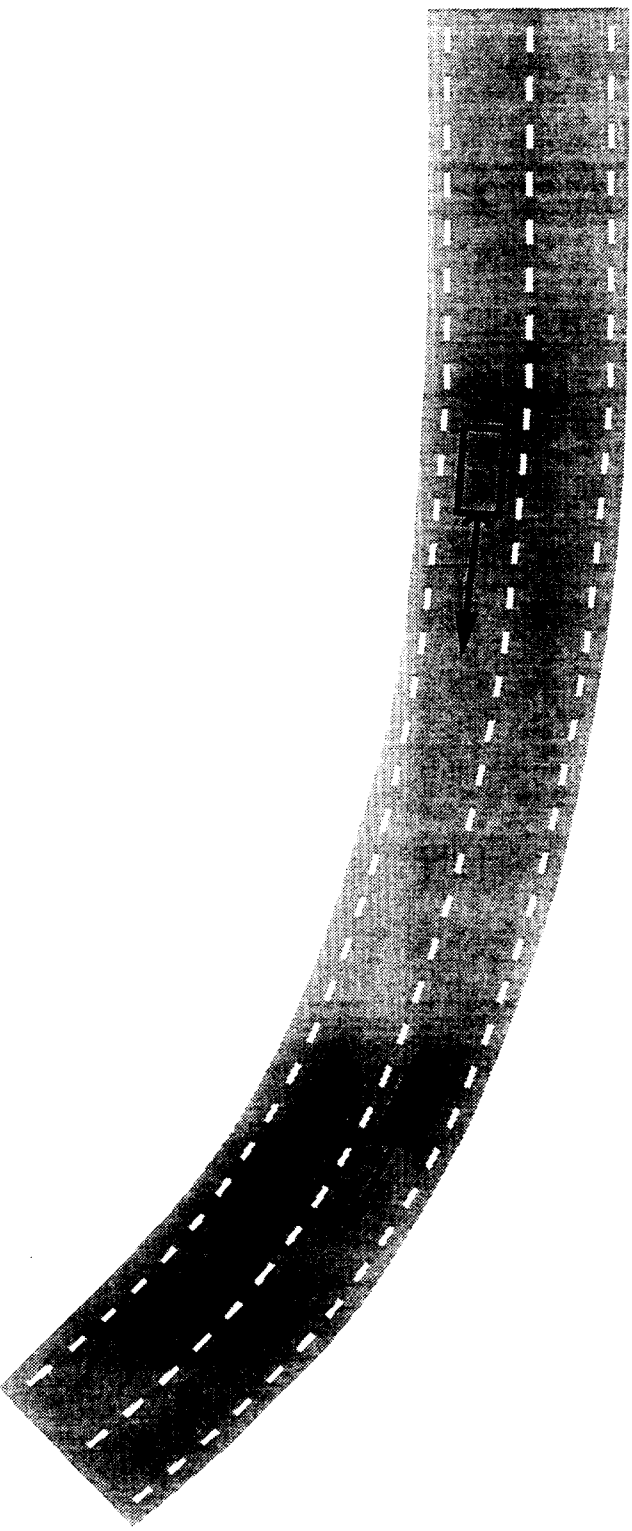
Radar Signal and Data Processing: Algorithm to Determine In-Path Target



= Radar Car



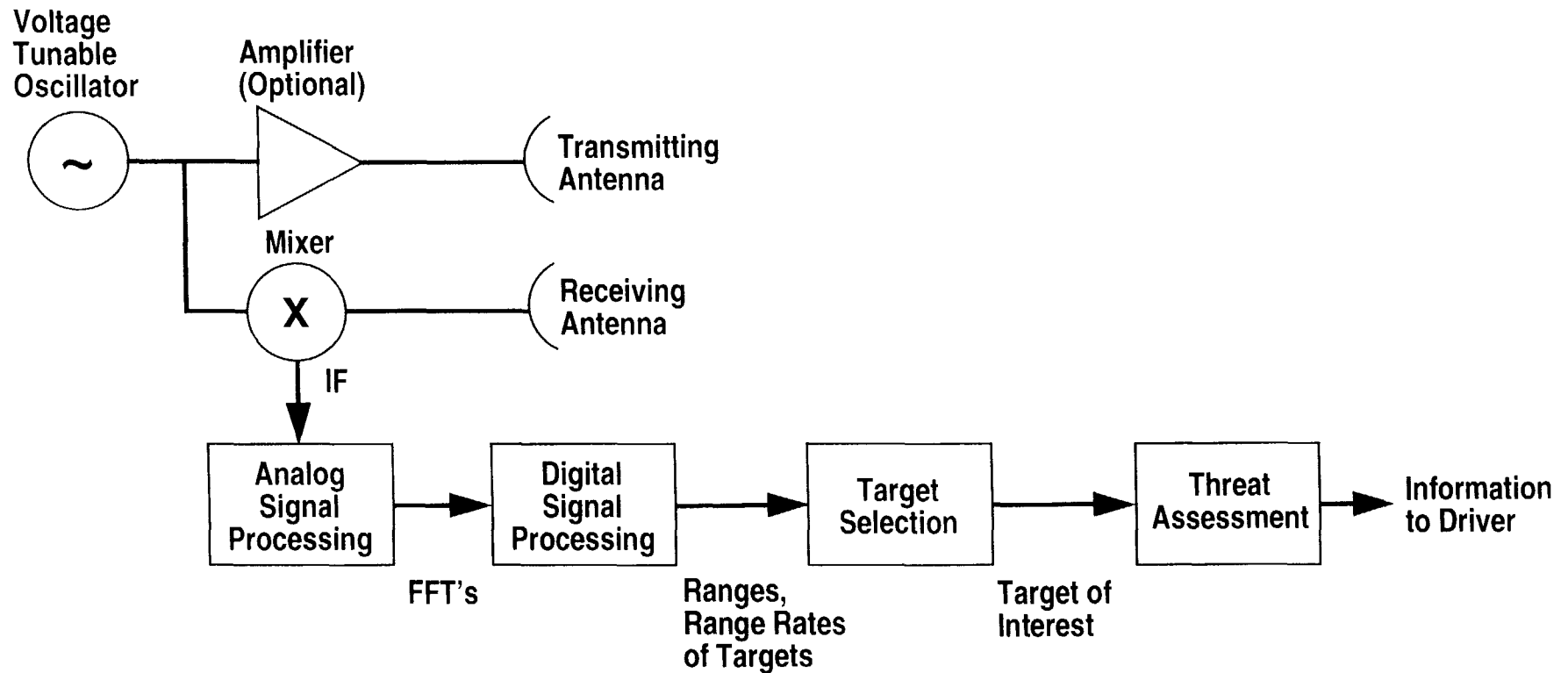
= Vehicle Ahead



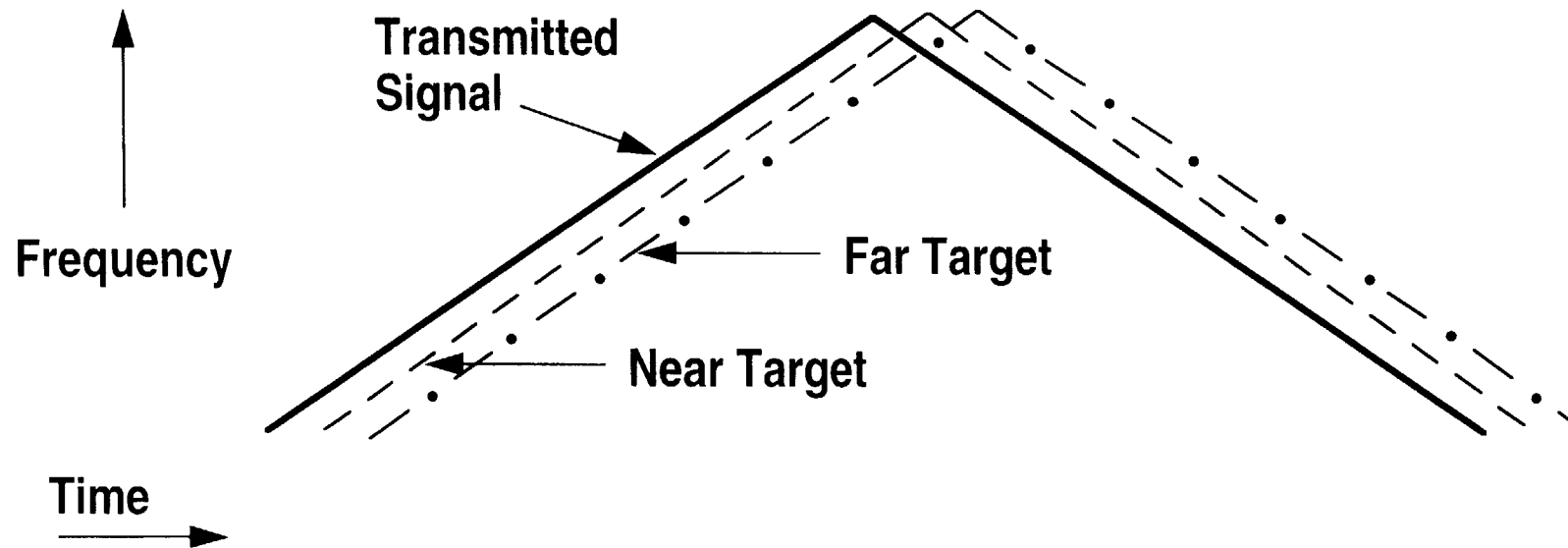
Technical Appendix C

FMCW Radar Overview

FMCW Radar Overview: Block Diagram

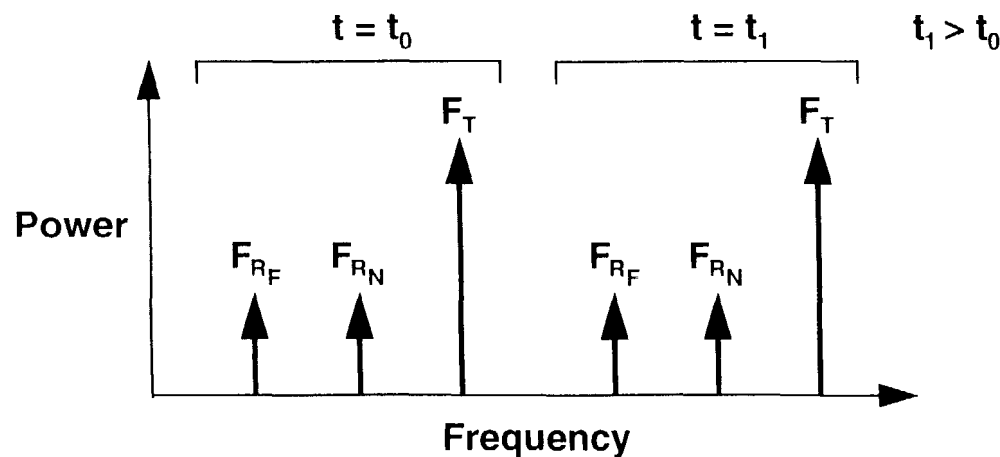


FMCW Radar Overview: Transmitted and Received Signals, Two Targets, Zero Doppler

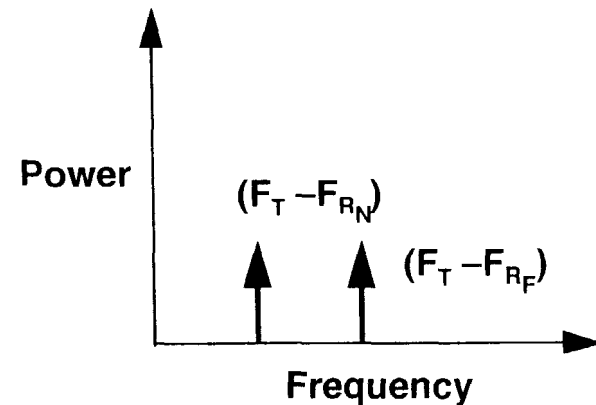


FMCW Radar Overview: Two Targets in the Frequency Domain

*Mixer Input at Two
Points in Time*



Mixer Output



F_T = Transmitted carrier

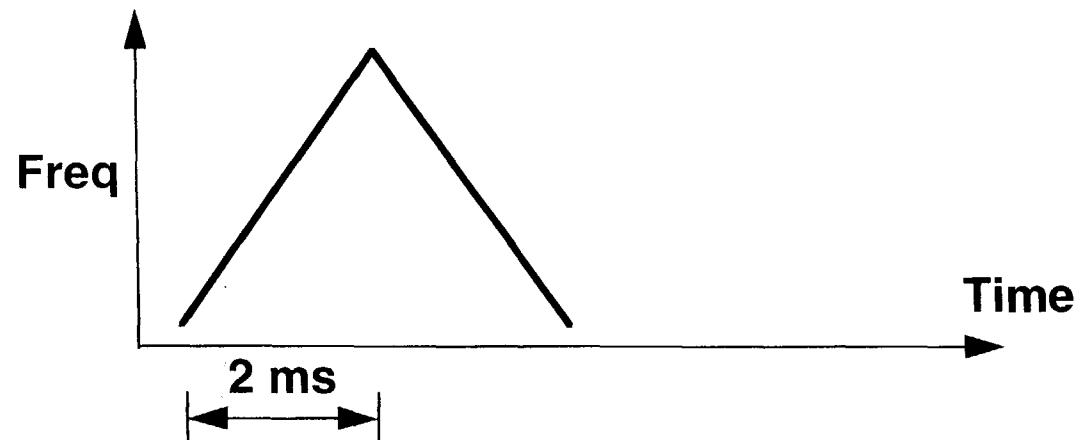
F_{R_N} = Reflected signal from near target

F_{R_F} = Reflected signal from far target

FMCW Forward-Looking Radar: Principles of Operation (1)

◆ Modulation

- Frequency modulated continuous wave (FMCW)
- Positive and negative modulation slopes, 2 ms per slope



FMCW Forward-Looking Radar: Principles of Operation (2)

- ◆ **Modulation (cont'd)**
 - Radar returns are down-converted with transmitted signal in mixer
 - Frequency passed after down-conversion <100 KHz
- ◆ **Antenna**
 - Scans field-of-view (FOV)
 - Beamwidth $<3^\circ$

FMCW Forward-Looking Radar: Principles of Operation (3)

◆ Detection

- Radar returns must exceed an amplitude threshold in order to be processed as a signal; threshold is adaptive with respect to average noise**
- Radar signal returns must exceed threshold on consecutive slopes in one scan direction before being recorded as a possible target**

FMCW Forward-Looking Radar: Principles of Operation (4)

- ◆ **Target of interest**
 - **Detected targets processed by “target selection” algorithm to determine which are in the path of radar car**
 - **Target of interest defined to be nearest in-path target**